FIG. 1

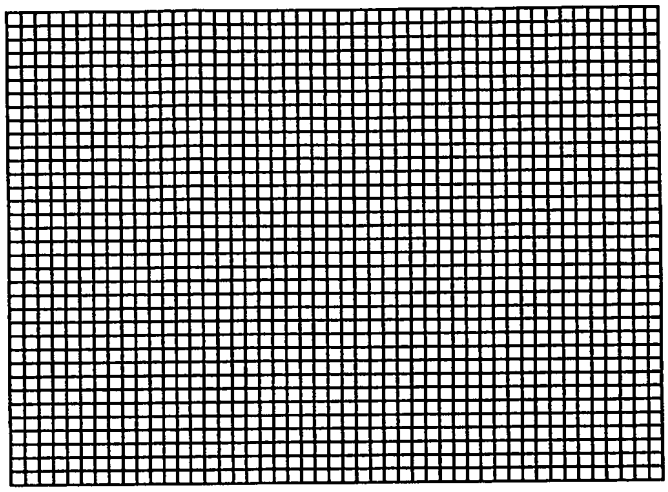


FIG. 2

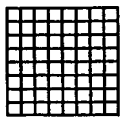


FIG. 3

FIG. 4

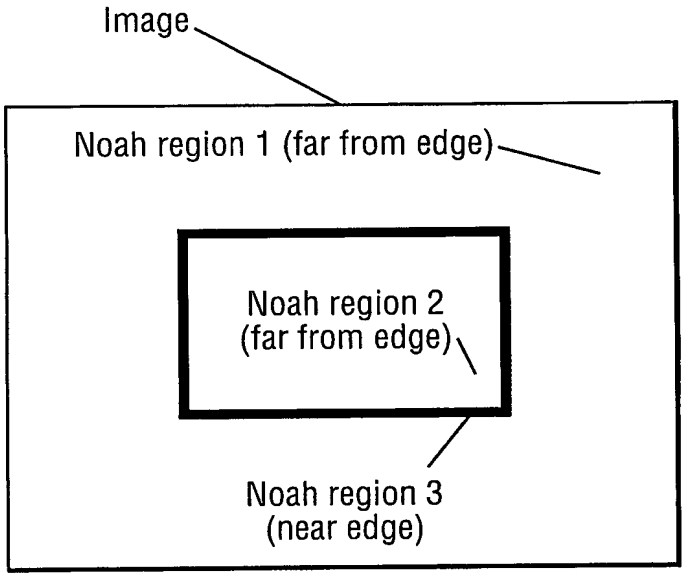


Image
Noah region 1 (far from edge)
Noah region 2
(far from edge)
Noah region 3
(near edge)

FIG. 5
Global context

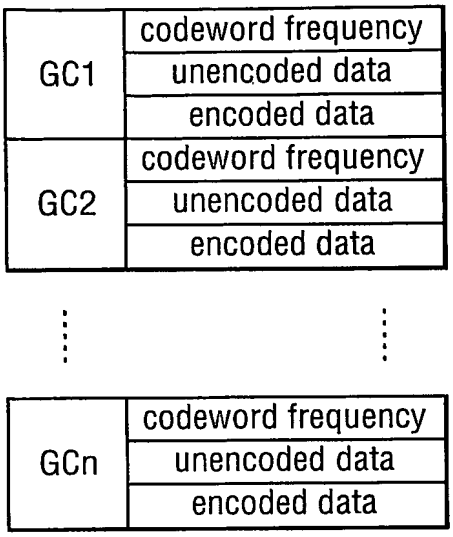


FIG. 6
Local transition

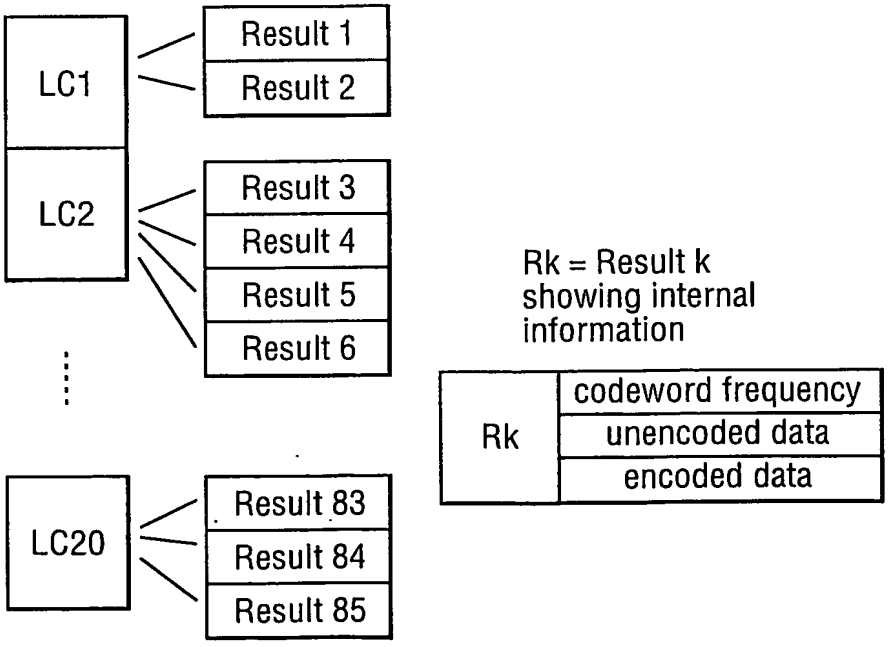


FIG. 7
Cuts encoding

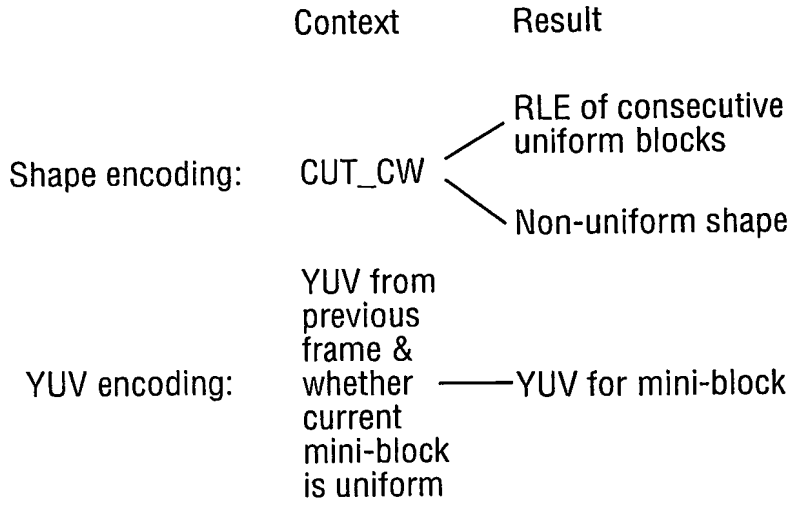


FIG. 8
Delta encoding

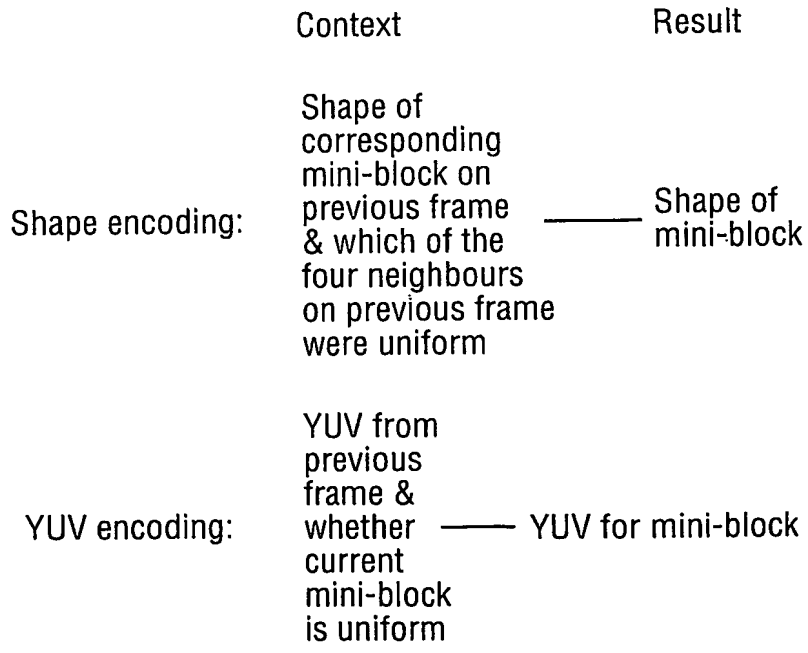
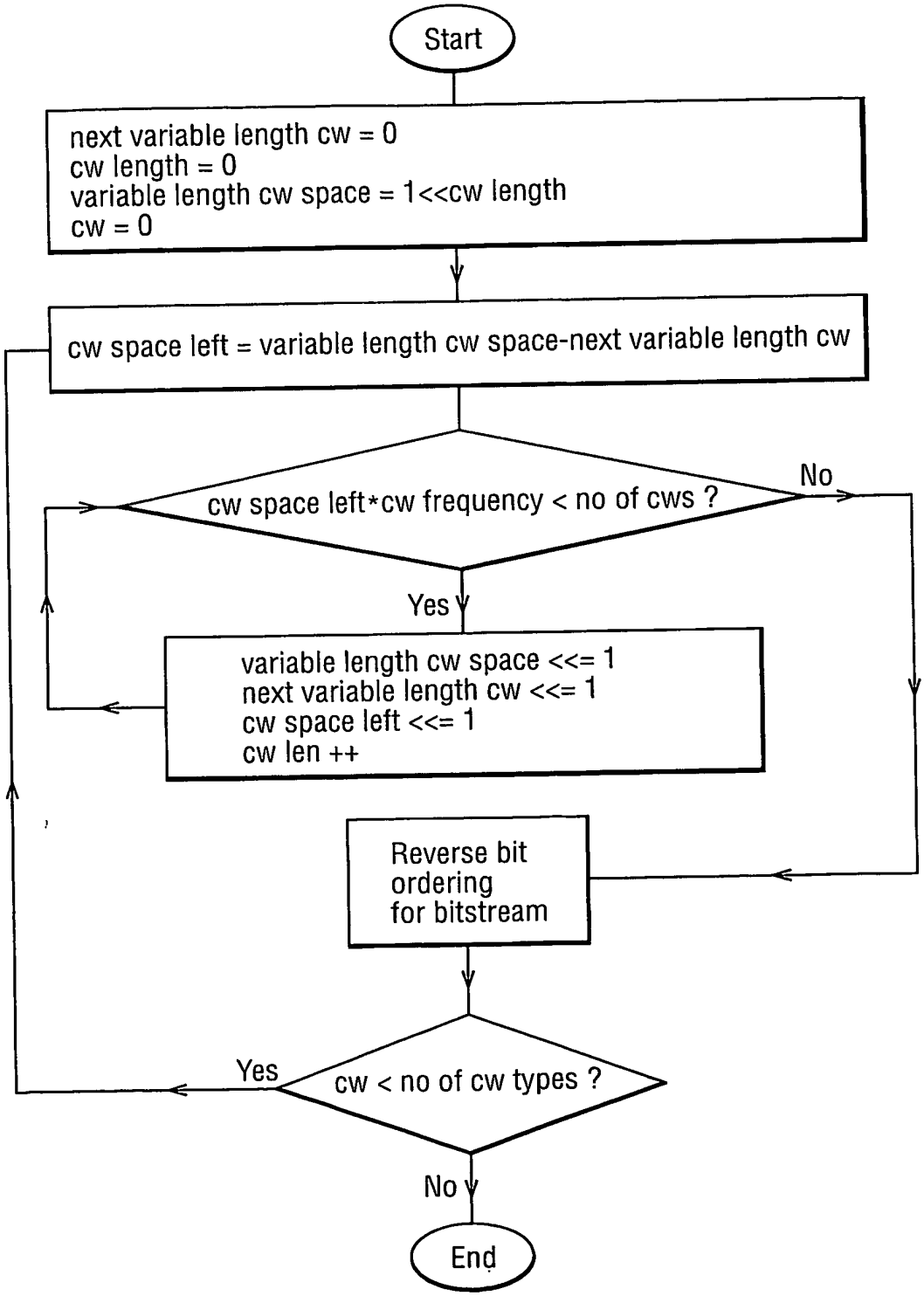


FIG. 9


Start
next variable length cw = 0
cw length = 0
variable length cw space = 1<<cw length
cw = 0
cw space left = variable length cw space-next variable length cw
cw space left*cw frequency < no of cws ?
No
Yes
variable length cw space <<= 1
next variable length cw <<= 1
cw space left <<= 1
cw len ++
Reverse bit ordering for bitstream
cw < no of cw types ?
Yes
No
End